

Max Kaufmann

Game Developer

<http://mentalfpicture.net>

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Objective

To collaborate on fun games, combining my creative and technical backgrounds.

Education

Carnegie Mellon University (2002-2006)

Graduated with Honors

Bachelor of Science and Arts in Mathematics and Art

Minor in Computer Science

Skills

Programming

Languages: C/C++/C#, ActionScript, Objective-C, Python, Lua, Java, MEL, CG, GLSL

Platforms: Unity, CocoaTouch, Android, Flash, Processing, Maya, OpenGL ES, .Net

Mathematics and Algorithms

Linear Algebra, Differential Geometry, Numeric Methods, Spatial Hashing, Pathfinding, AI

Experience

Sifteo (2011 - present, www.sifteo.com)

Gameplay Designer/Developer

SilverTree Media (2006 - 2011, www.silvertreemedia.com)

Senior Programmer, Technical Artist, Animator

Lead Developer on Multi-Million Dollar MMOs

Lead Unity Developer for Web, iOS, and Android

Cordy (market.android.com/details?id=com.silvertree.cordy)

TRON Legacy: Disc Battle (www.trongames.com)

TRON Legacy: Light Cycles (www.trongames.com)

Lead ActionScript Developer

Spore 2D Creature Creator (www.spore2d.com)

Disney PixieHollow (www.pixiehollow.com)

Disney Channel Games Online Avatar Engine (www.disneyconnection.com)

Disney Pirates Online Widgets (www.piratesonline.com)

Disney Create-A-Fairy (www.disneyfairies.com)

Lead R&D Developer

Sleepy Jack, Ogre/C++, ported to Unity/C#

Toybox Kingdoms, Ogre/C++, ported to Unity/C#

Rapid Response Sim (www.rapidresponsesim.com), *Torque/C++*

SilverTreeKit Game Engine, OpenGL ES/C++, Lua

OMGPOP (Freelance, 2008)

Designer/Developer, *Hoverkart Racing* (www.omgpop.com)

The Barbarian Group / Adobe (Freelance, 2008)

Designer/Developer, *Photoshop Express Identify* (www.identifive.com)

Interactive Installation Assistant (Freelance, 2006-2007)

Messa di Voce (with Golan Levin and Zachary Lieberman), Name Art Festival, Lille, France

DRAWN (with Zachary Lieberman), Total Museum, Seoul, Korea

The Abreon Group (Freelance, 2006)

Designer/Developer, *Medical E-Learning* (www.abreon.com)

Technorati.com (Freelance, 2006)

Designer/Developer, *Processing Data Visualizations* (www.technorati.com)

Carnegie Mellon Computer Integrated Engineering Laboratory (2005)

Research Associate/Programmer, *Nonlinear Perspective Visualization for Car Navigation*

Carnegie Mellon School of Computer Science (2004-2006)

Teaching Assistant, *Introduction to System Programming in C*

Speaking

Developing MMOs on the ActionScript Platform (2009), FlashPitt Conference